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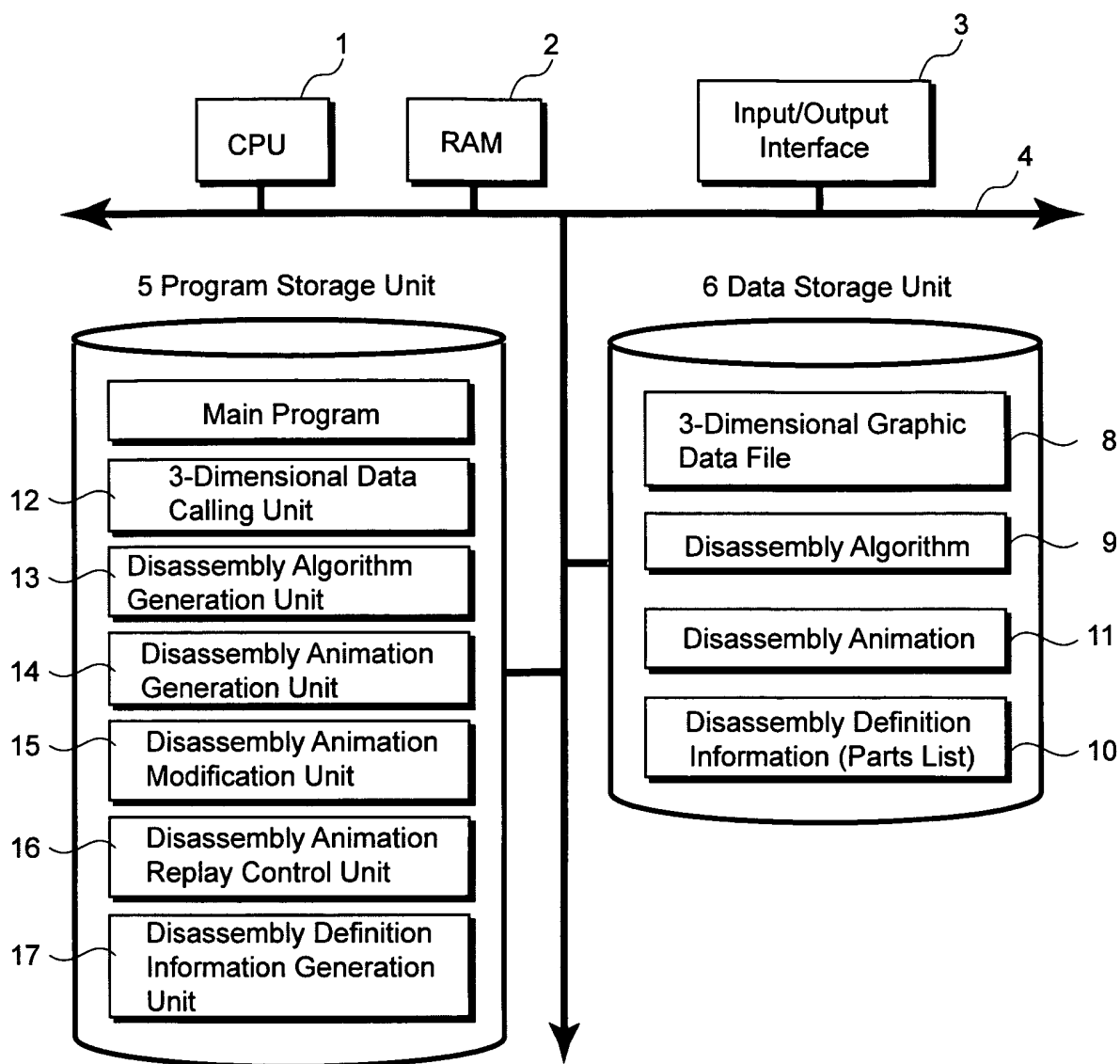


FIG. 1

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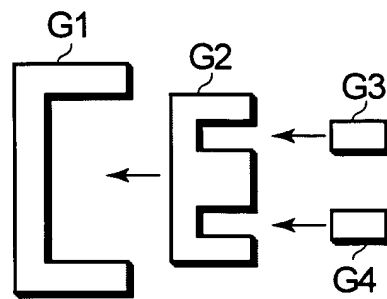


FIG. 2A

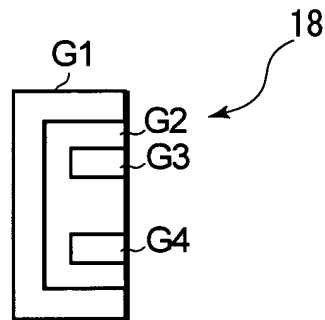


FIG. 2B

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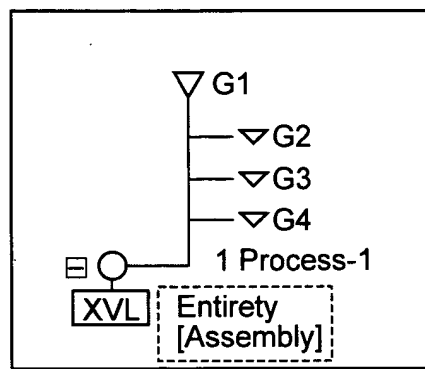


FIG. 3A

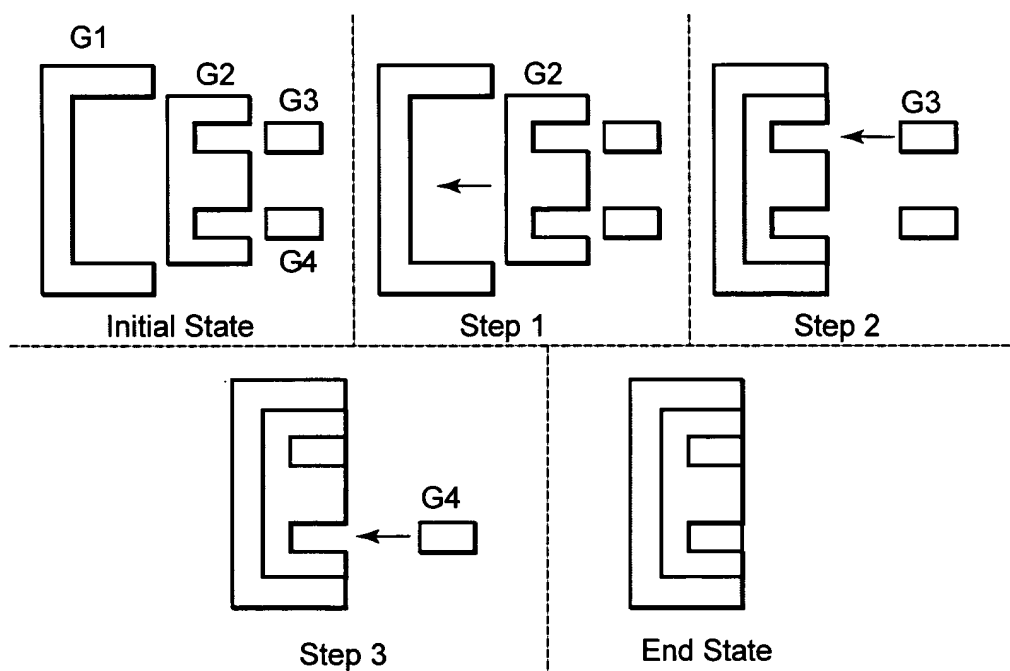


FIG. 3B

Process	Operation
Process-1	Step 1
	Step 2
	Step 3

FIG. 3C

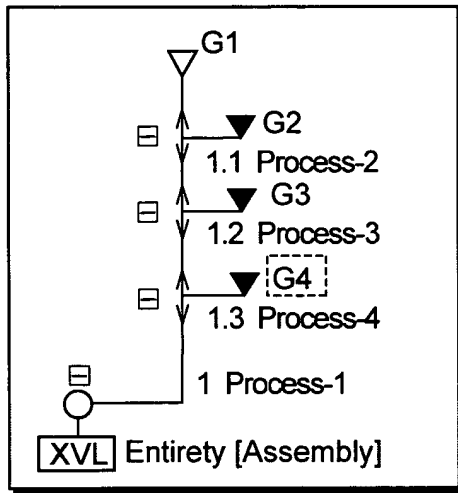


FIG. 4A

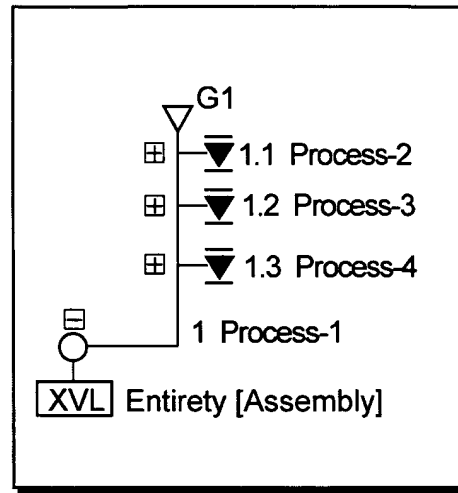


FIG. 4B

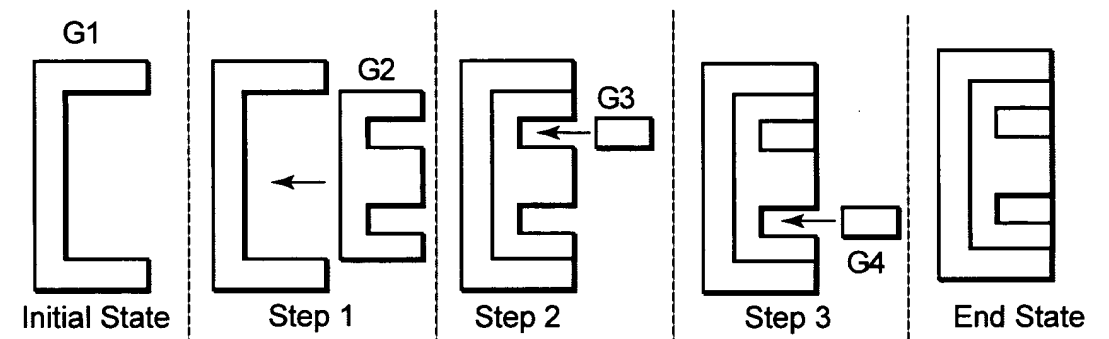


FIG. 4C

Process		Operation
Process-1	Process-2	Step 1
	Process-3	Step 2
	Process-4	Step 3

FIG. 4D

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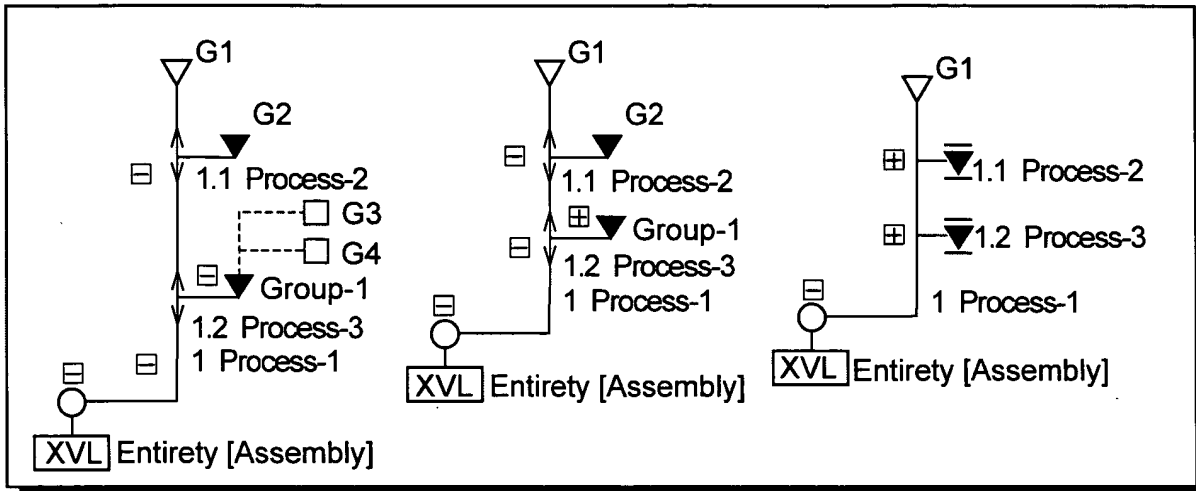


FIG. 5A

FIG. 5B

FIG. 5C

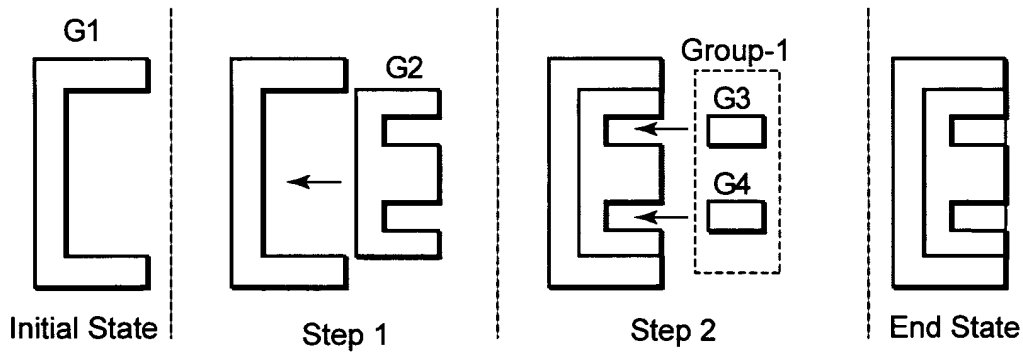


FIG. 5D

Process		Operation
Process-1	Process-2	Step 1
	Process-3	Step 2

FIG. 5E

The diagram illustrates a system architecture with the following components and connections:

- XVL**: The external source, labeled "Entirety [Assembly]".
- Process-1**: The first internal process, receiving input from XVL.
- Gateway G1**: A junction point where the signal from Process-1 splits into two paths.
- Process-2**: The second internal process, receiving input from Process-1.
- Gateway G2**: A junction point where the signal from Process-2 splits into two paths.
- Process-3**: The third internal process, receiving input from Process-2.
- Gateway G3**: A junction point where the signal from Process-3 splits into two paths.
- Process-4**: The fourth internal process, receiving input from Process-3.
- Gateway G4**: A junction point where the signal from Process-4 splits into two paths.
- Feedback Loop**: A path from Process-4 back to Process-1, indicated by a dashed line.

FIG. 6A

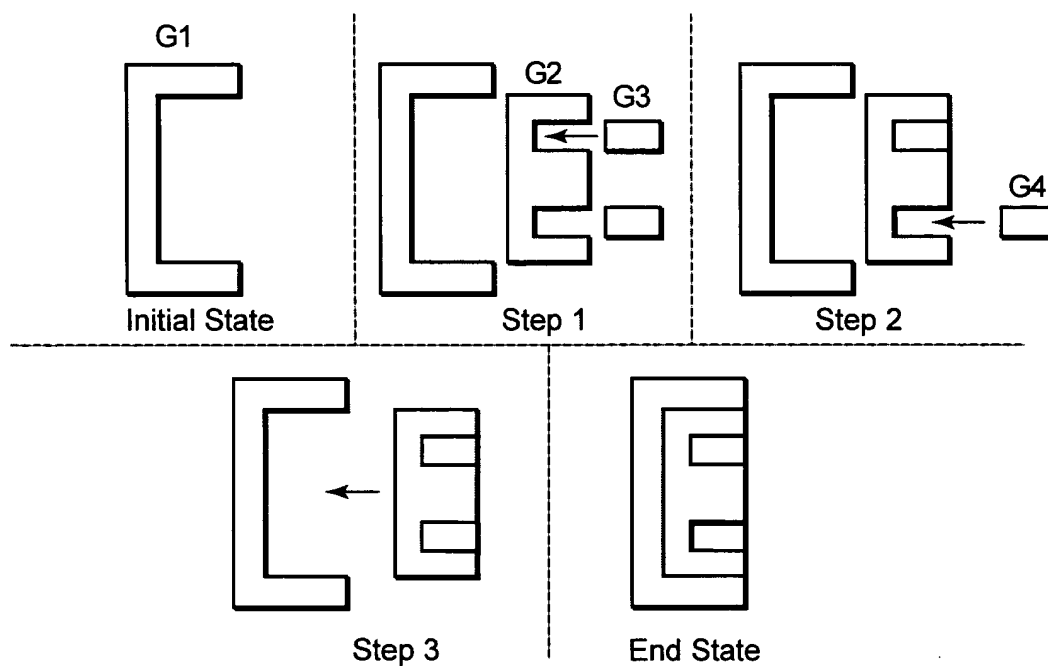


FIG. 6B

Process			Operation
Process-1	Process-2	Process-3	Step 1
		Process-4	Step 2
	Process-2		Step 3

FIG. 6C

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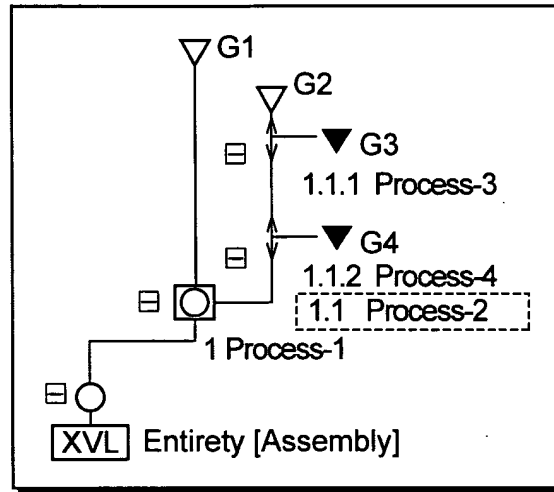


FIG. 7A

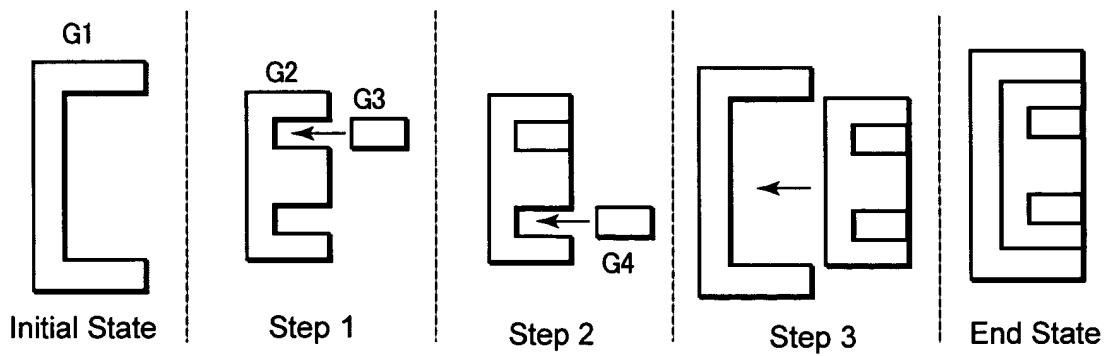


FIG. 7B

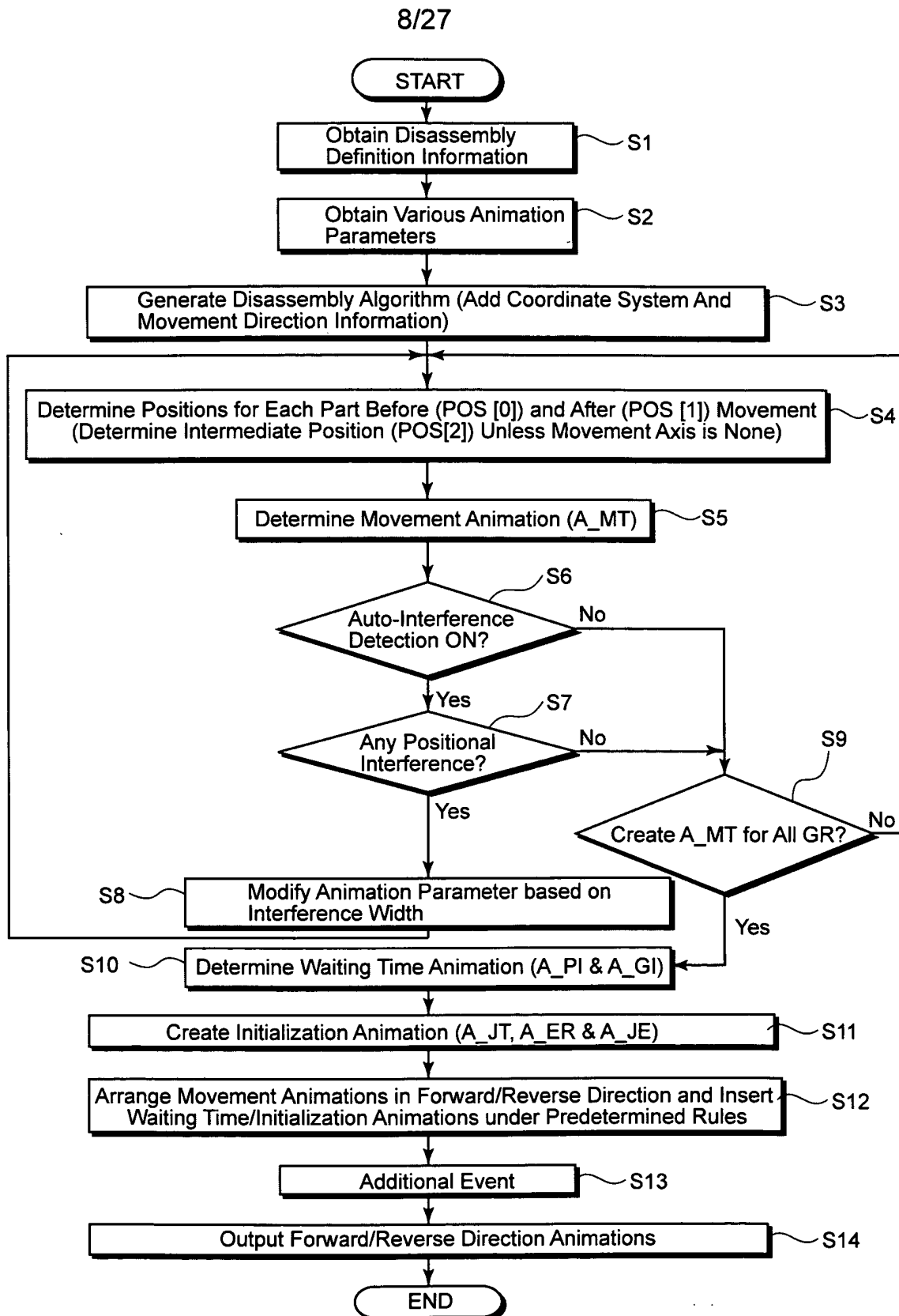


FIG. 8

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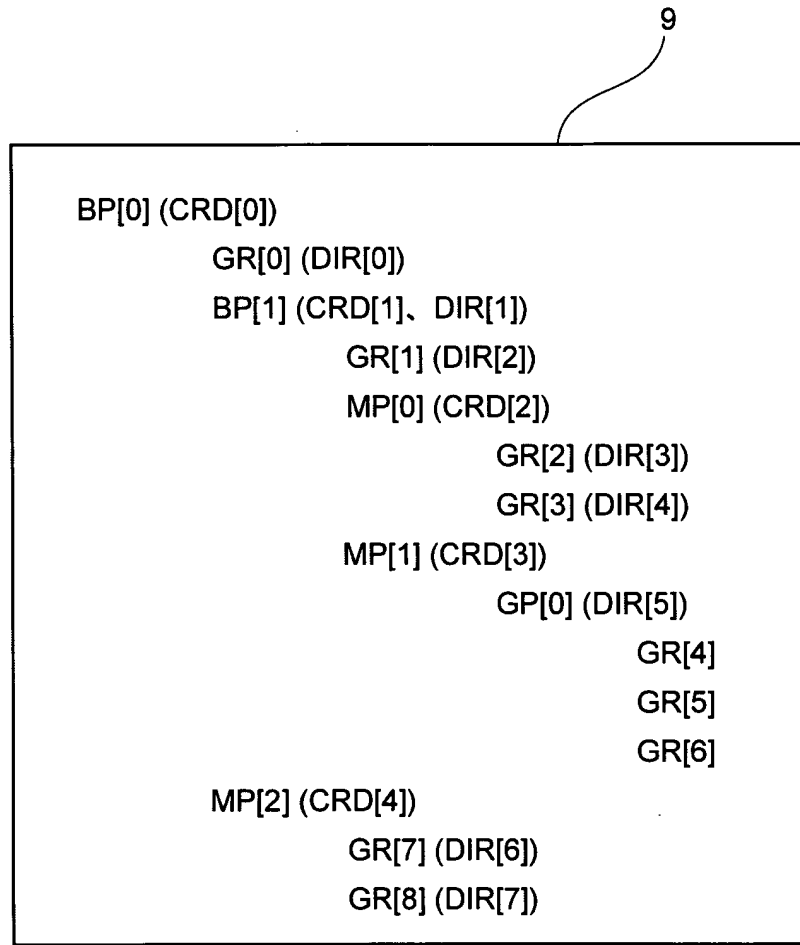


FIG. 9

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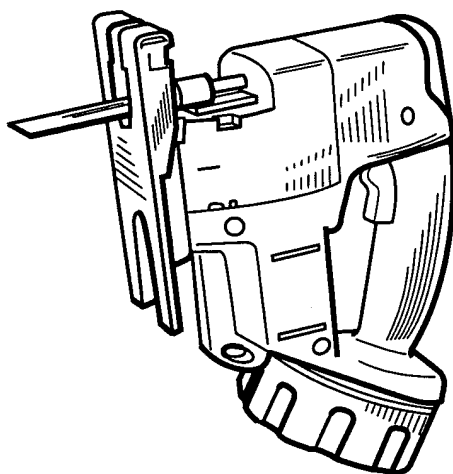


FIG. 10

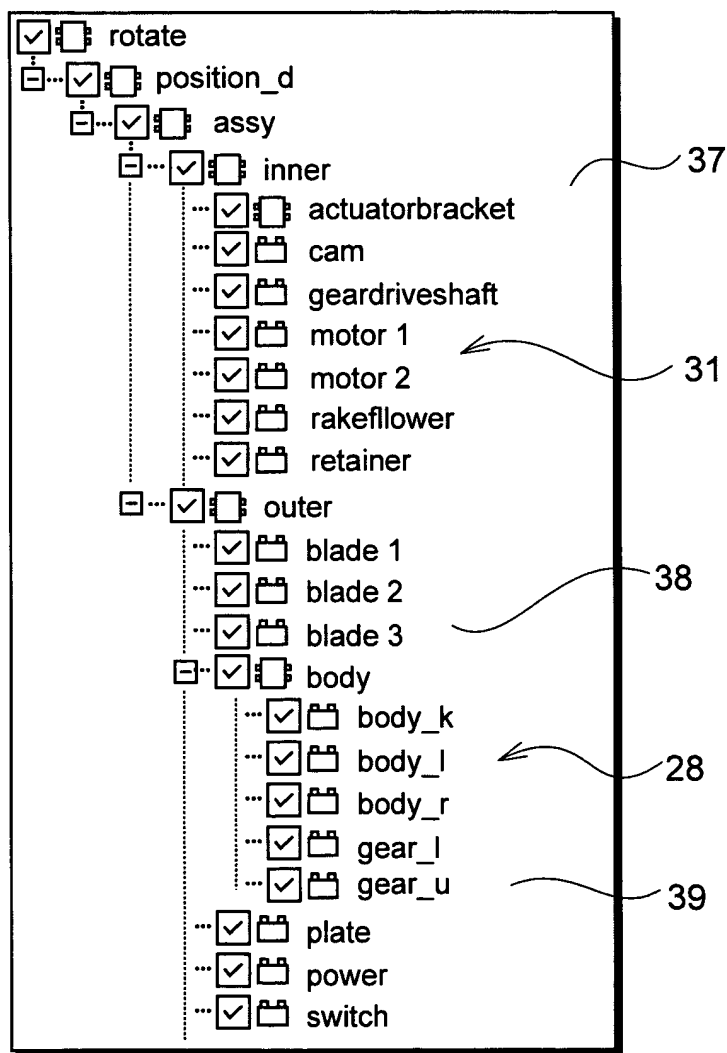


FIG. 11

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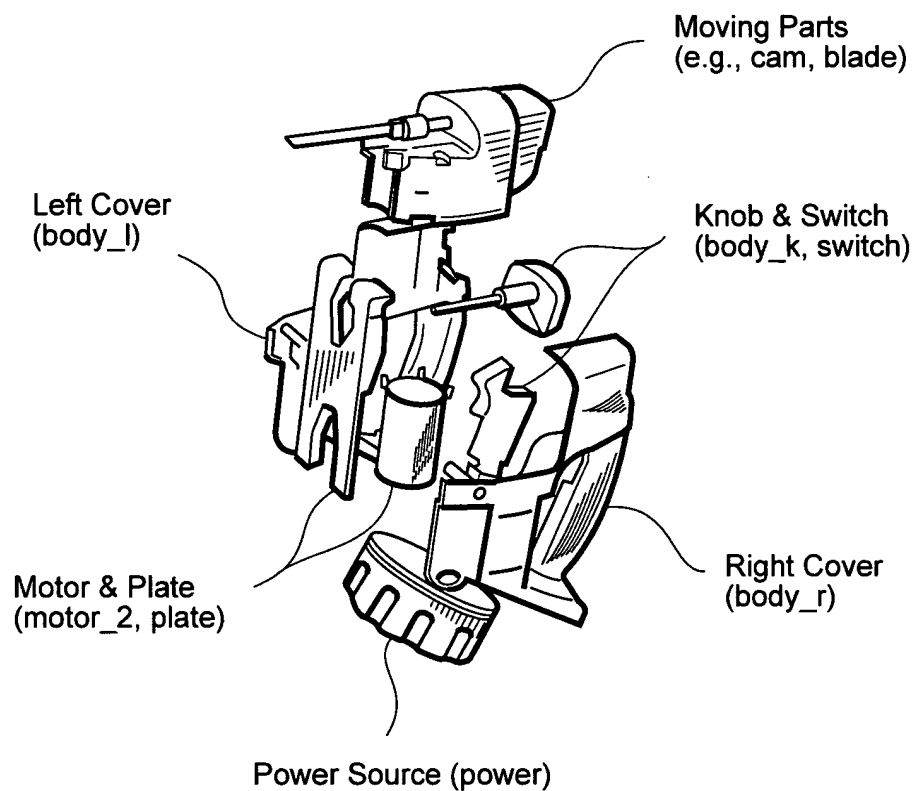


FIG. 12

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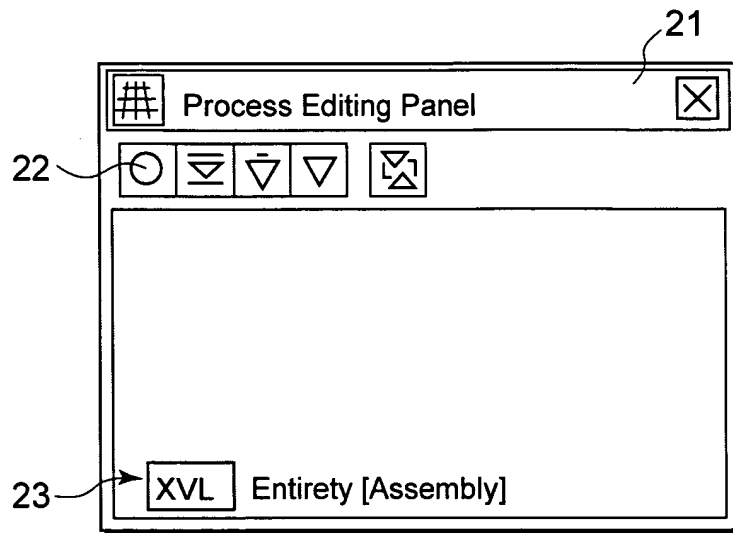


FIG. 13

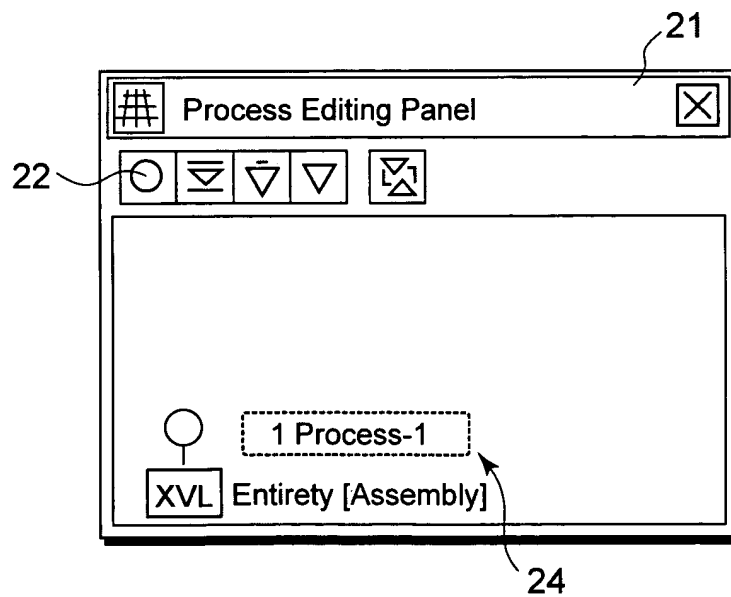


FIG. 14

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Process Properties

System Process Animation Custom Element Information

User ID saw assembly

Type Basic Process

Man-Hour

Comment XVL Studio Process Design Option
Tutorial for Entire Saw Assembly

OK Cancel Apply (A)

FIG. 15

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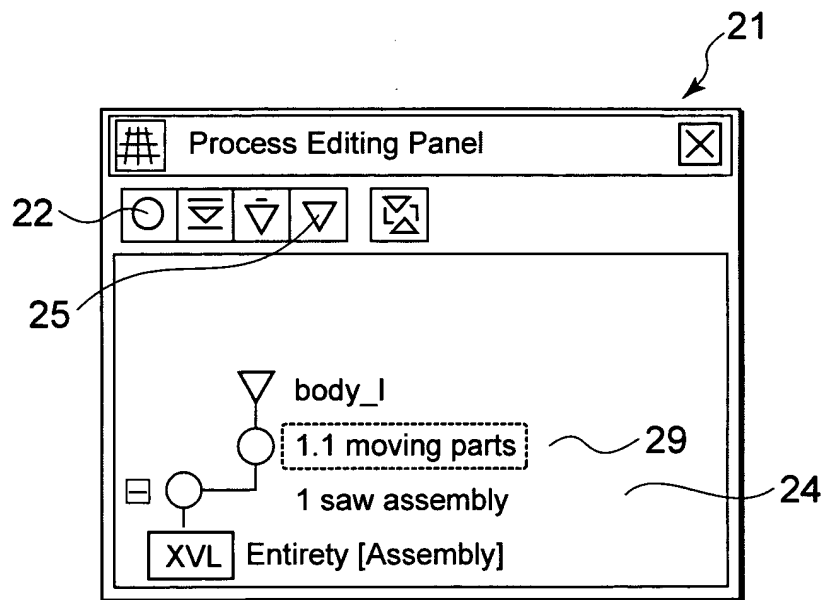
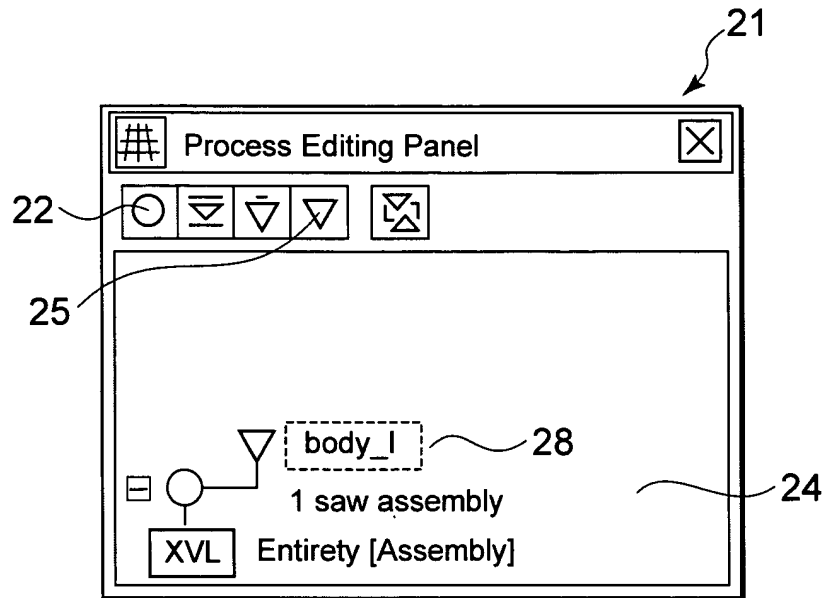
Process Editing Panel

1 saw assembly

XVL Entirety [Assembly]

FIG. 16

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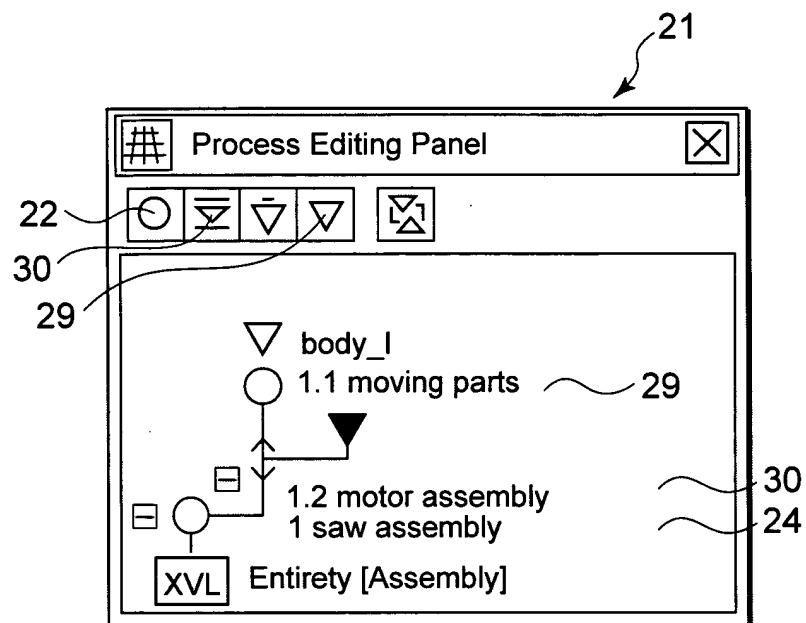


FIG. 19

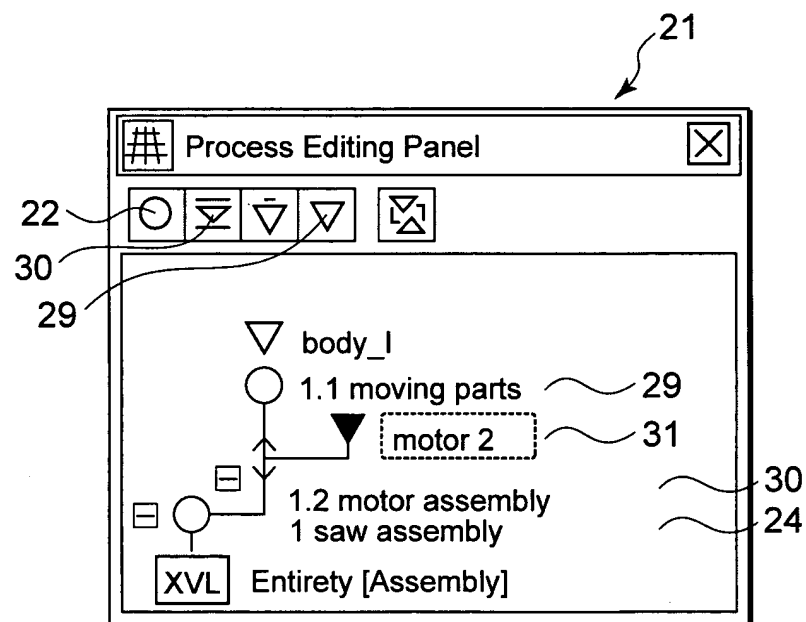


FIG. 20

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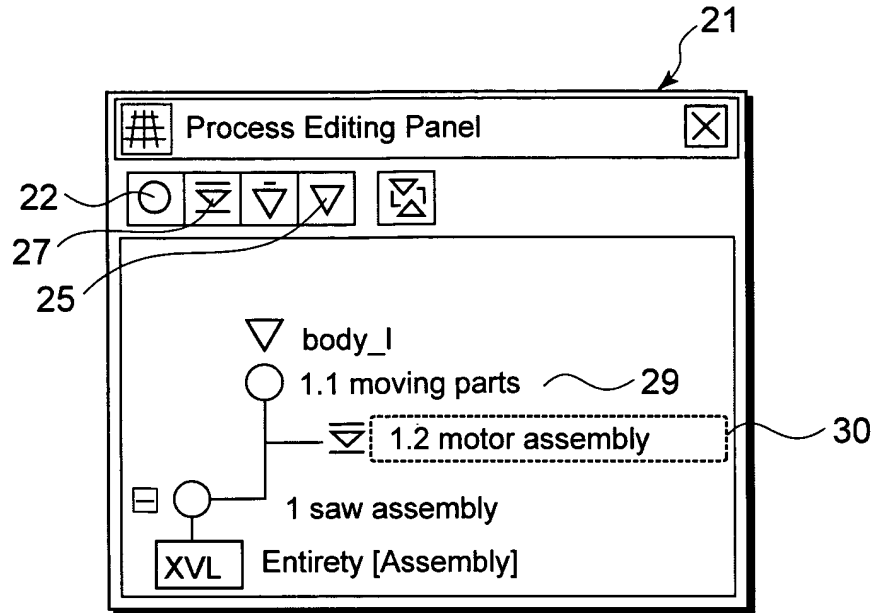


FIG. 21A

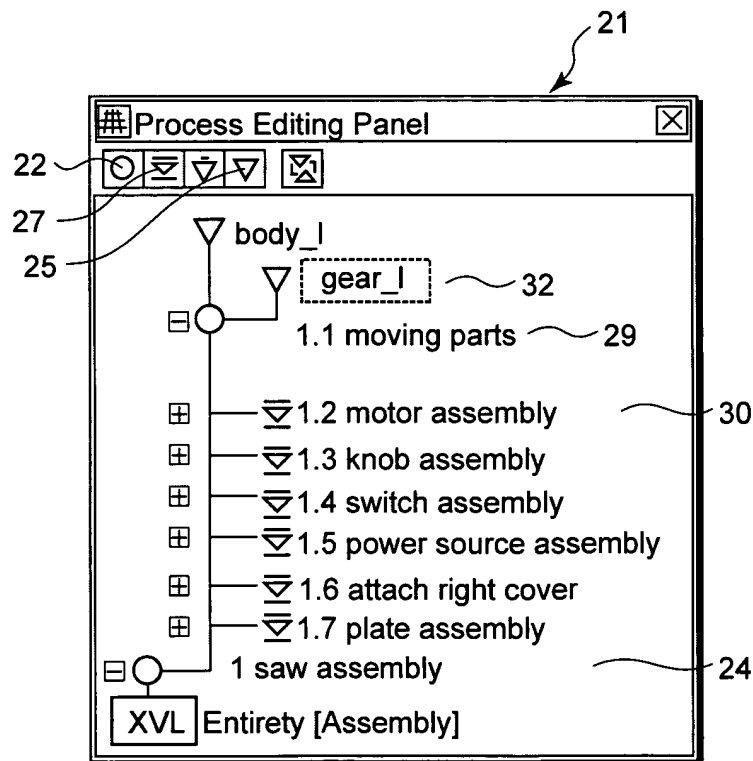


FIG. 21B

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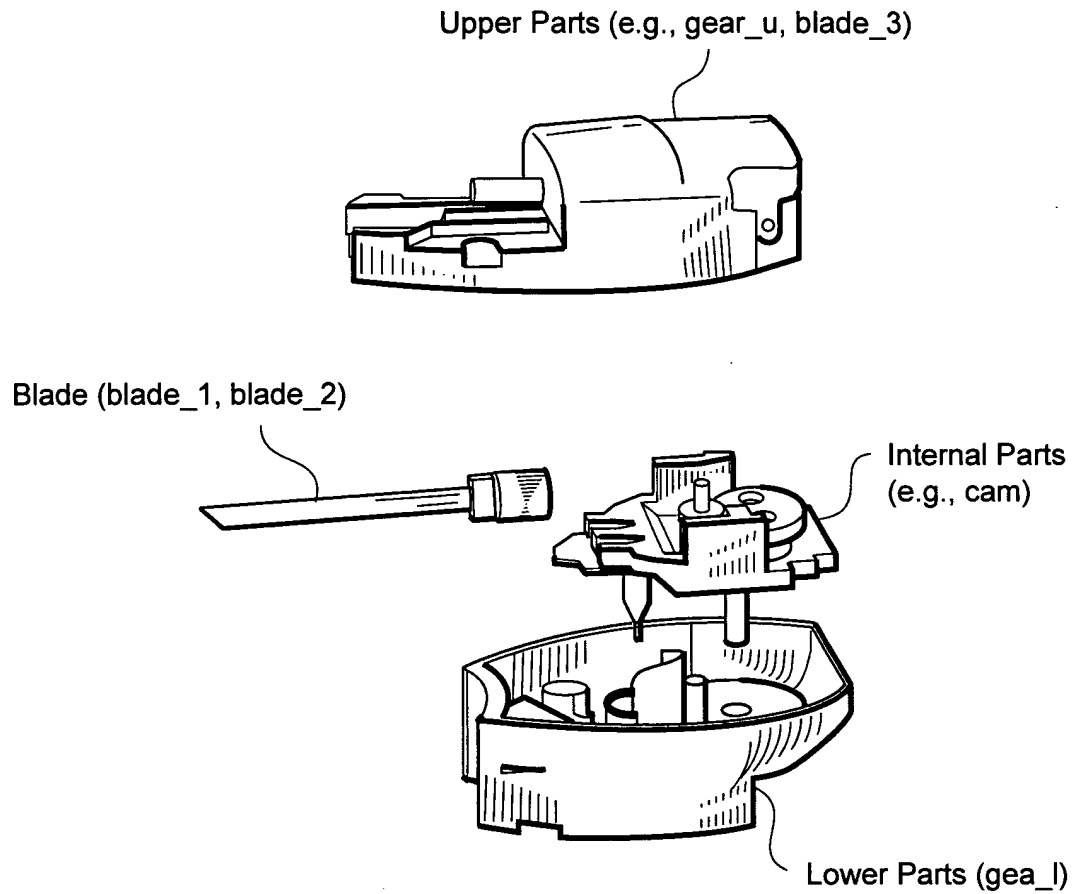


FIG. 22

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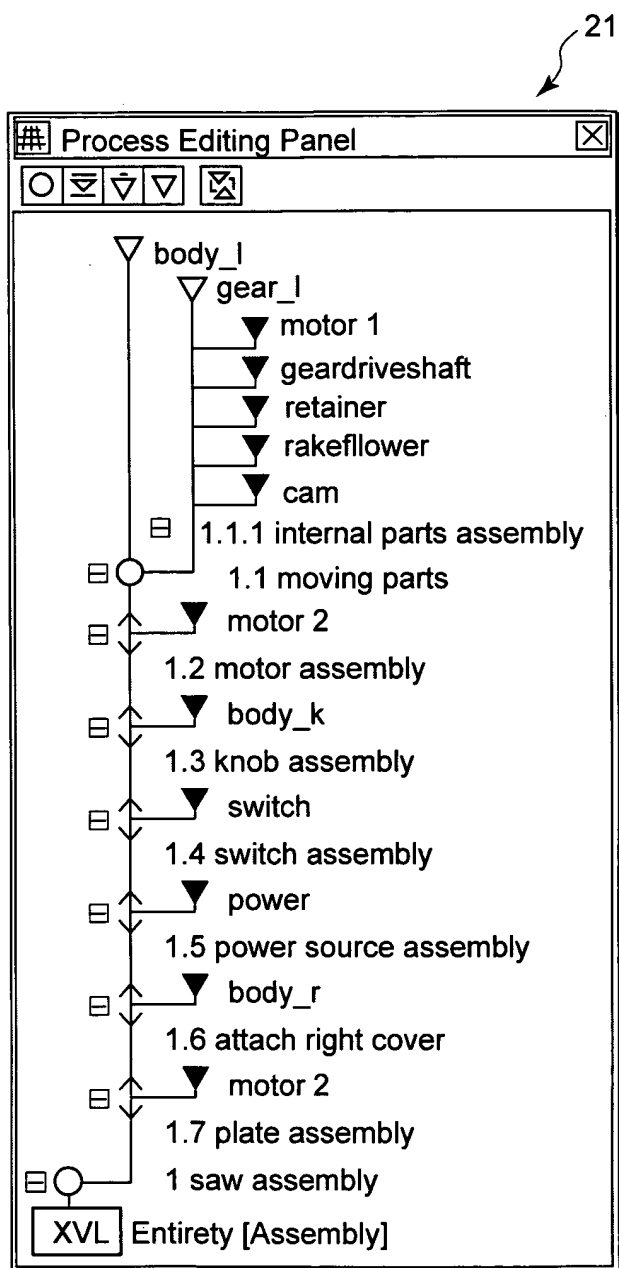


FIG. 23

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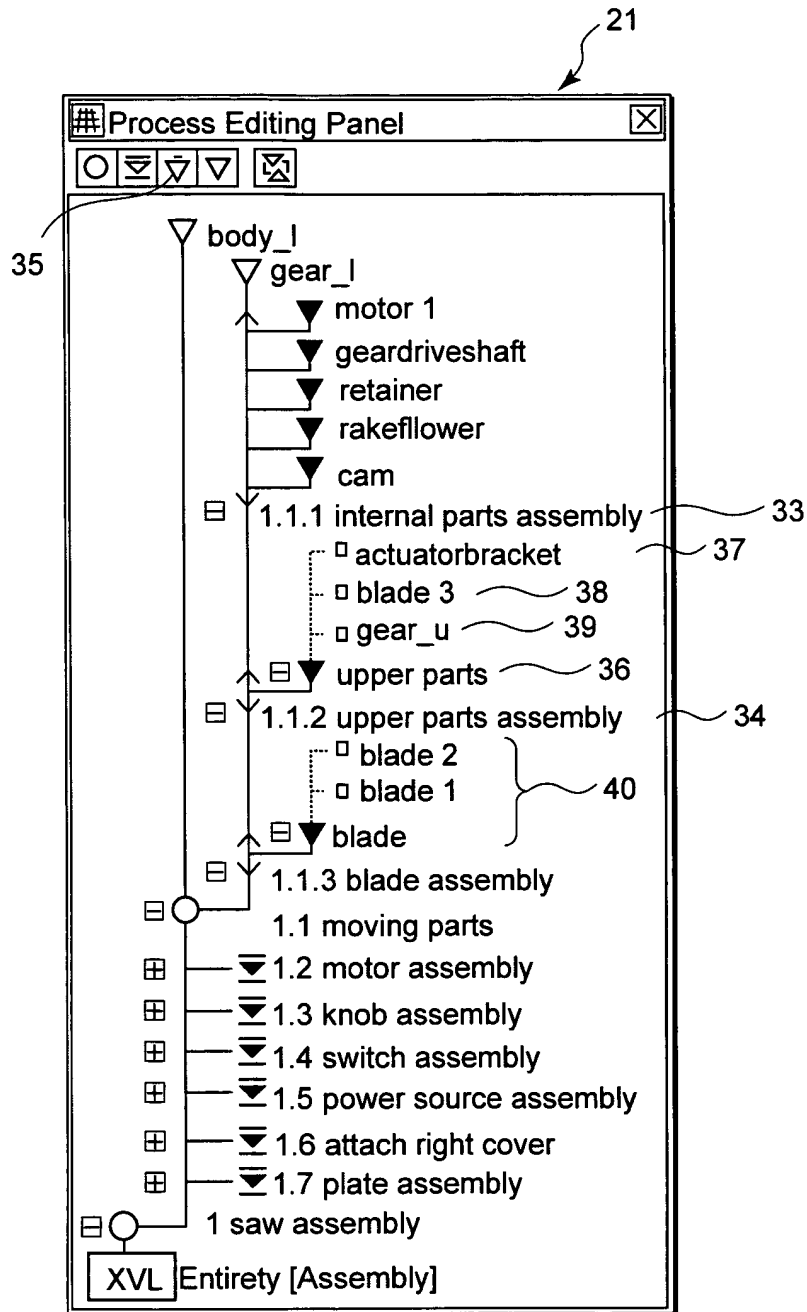


FIG. 24

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Create Process Animation

Animation Length

Group 1

Between Groups 0.1

Between Processes 0.1

Interpolation

☒ Line

☐ XY \rightarrow Z

☐ YZ \rightarrow X

☐ YZ \rightarrow Y

Disassembly Coefficient 0.05

☐ Reuse

OK Cancel

FIG. 25

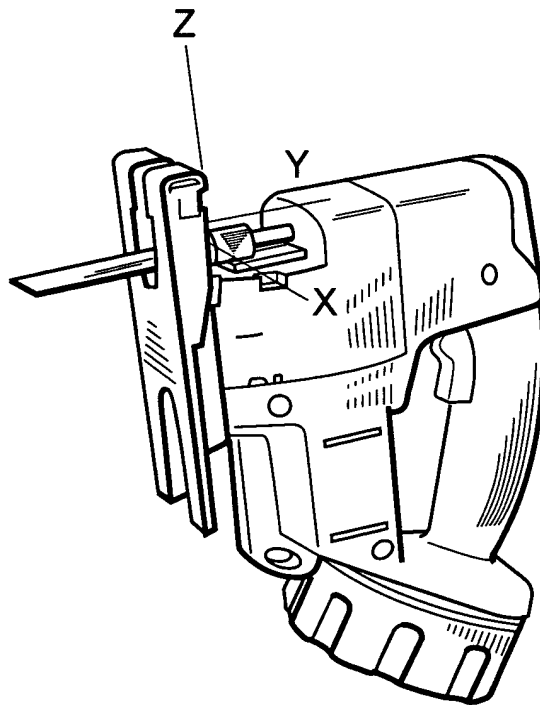


FIG. 26

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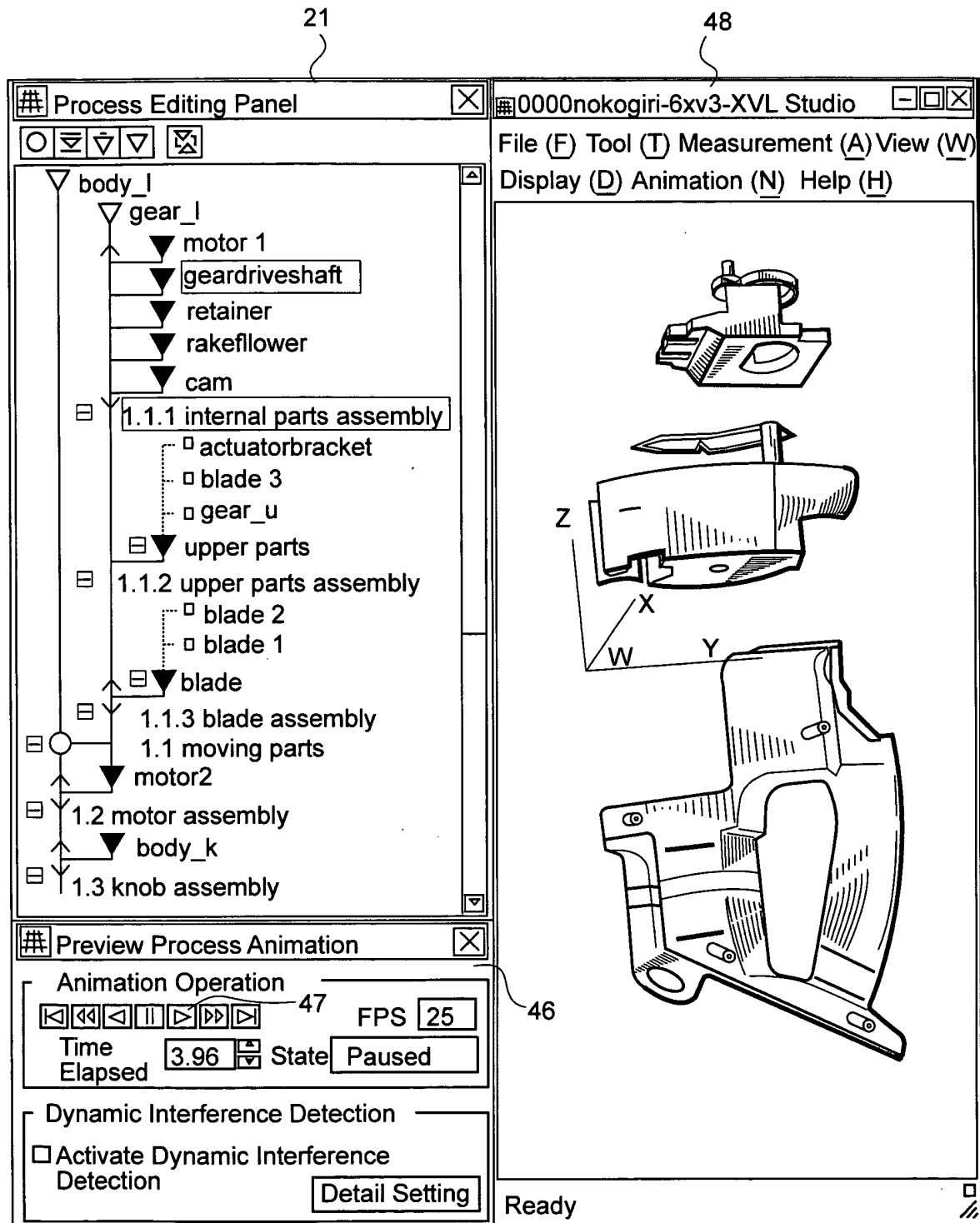


FIG. 27

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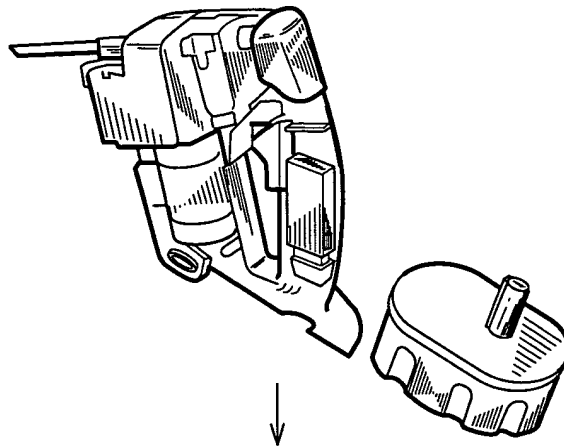


FIG. 28A

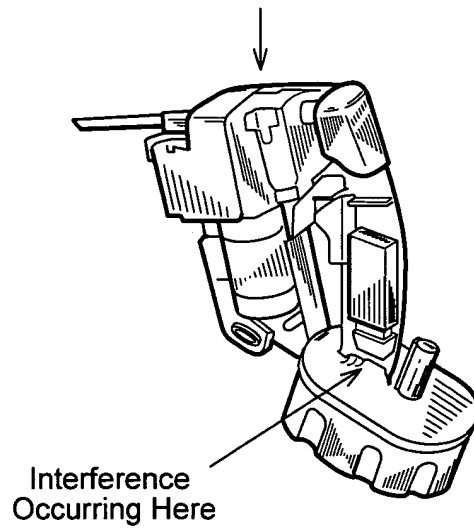


FIG. 28B

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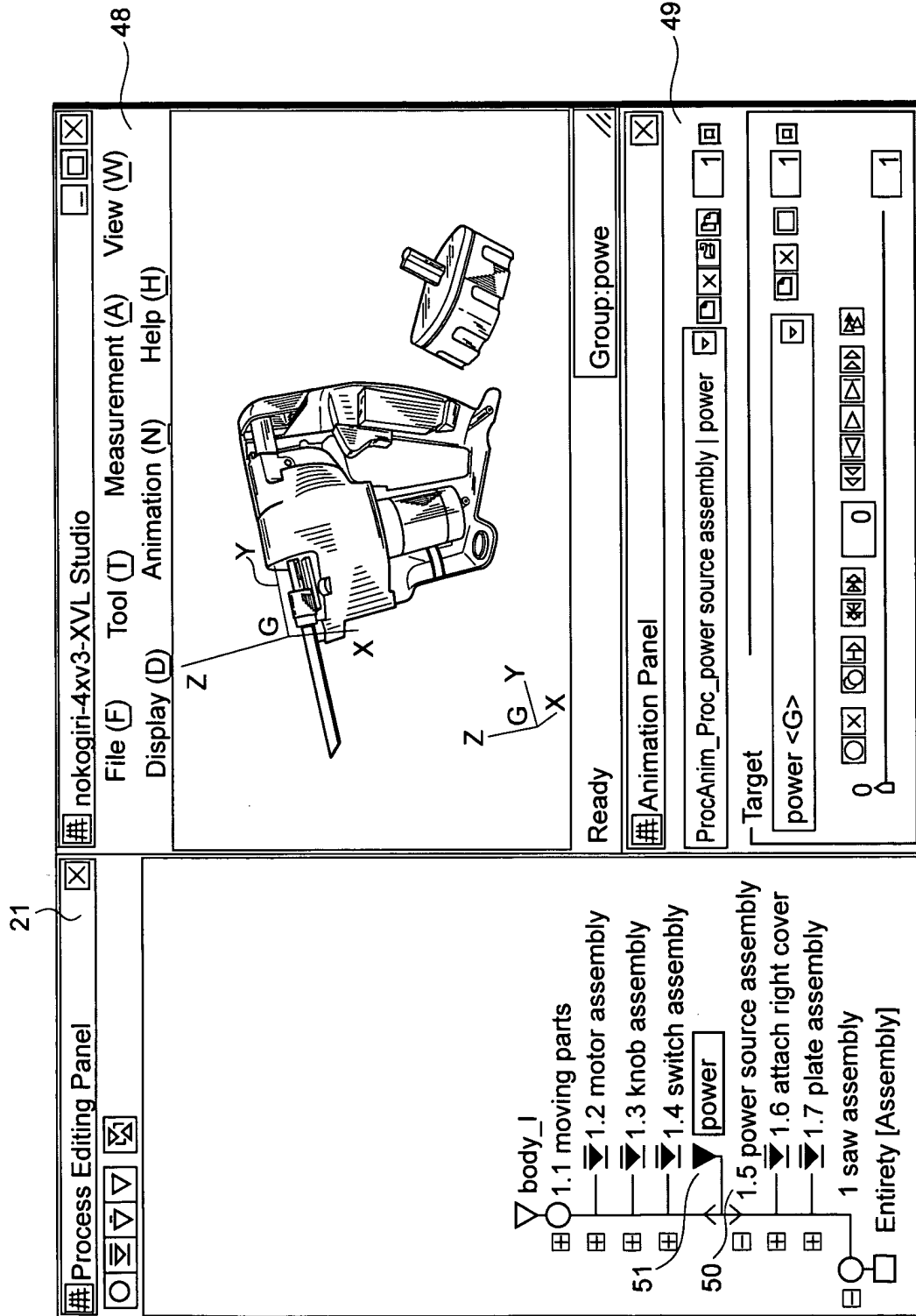


FIG. 29

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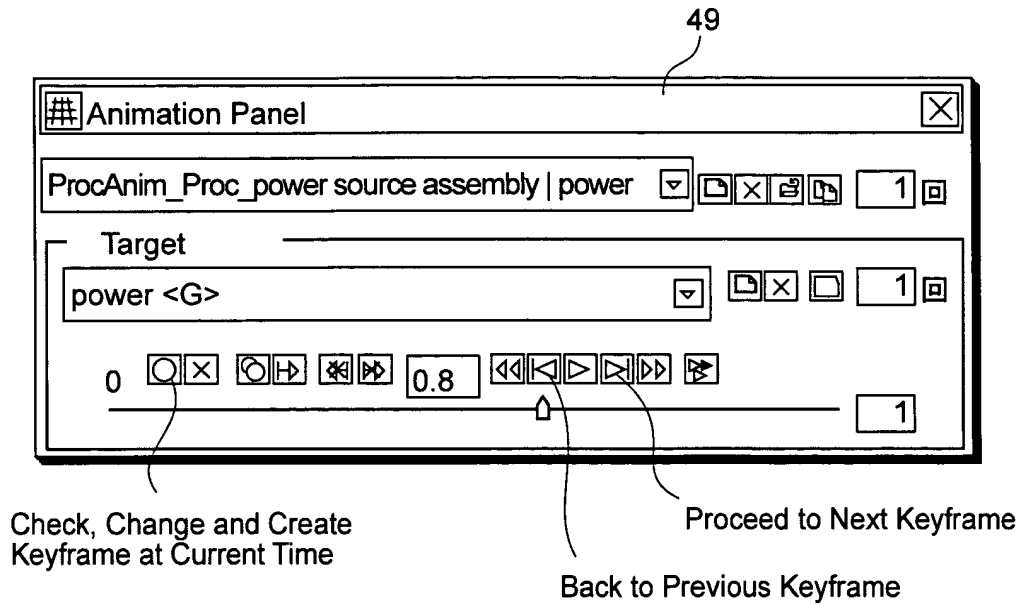


FIG. 30

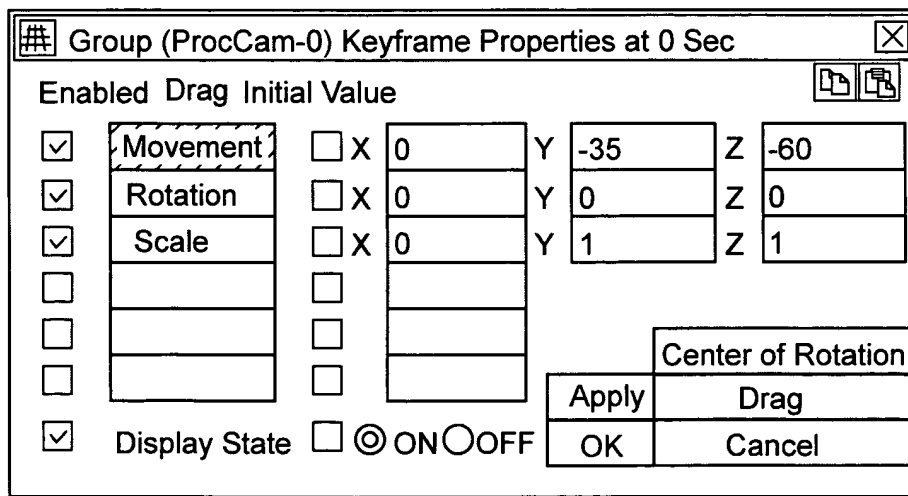


FIG. 31

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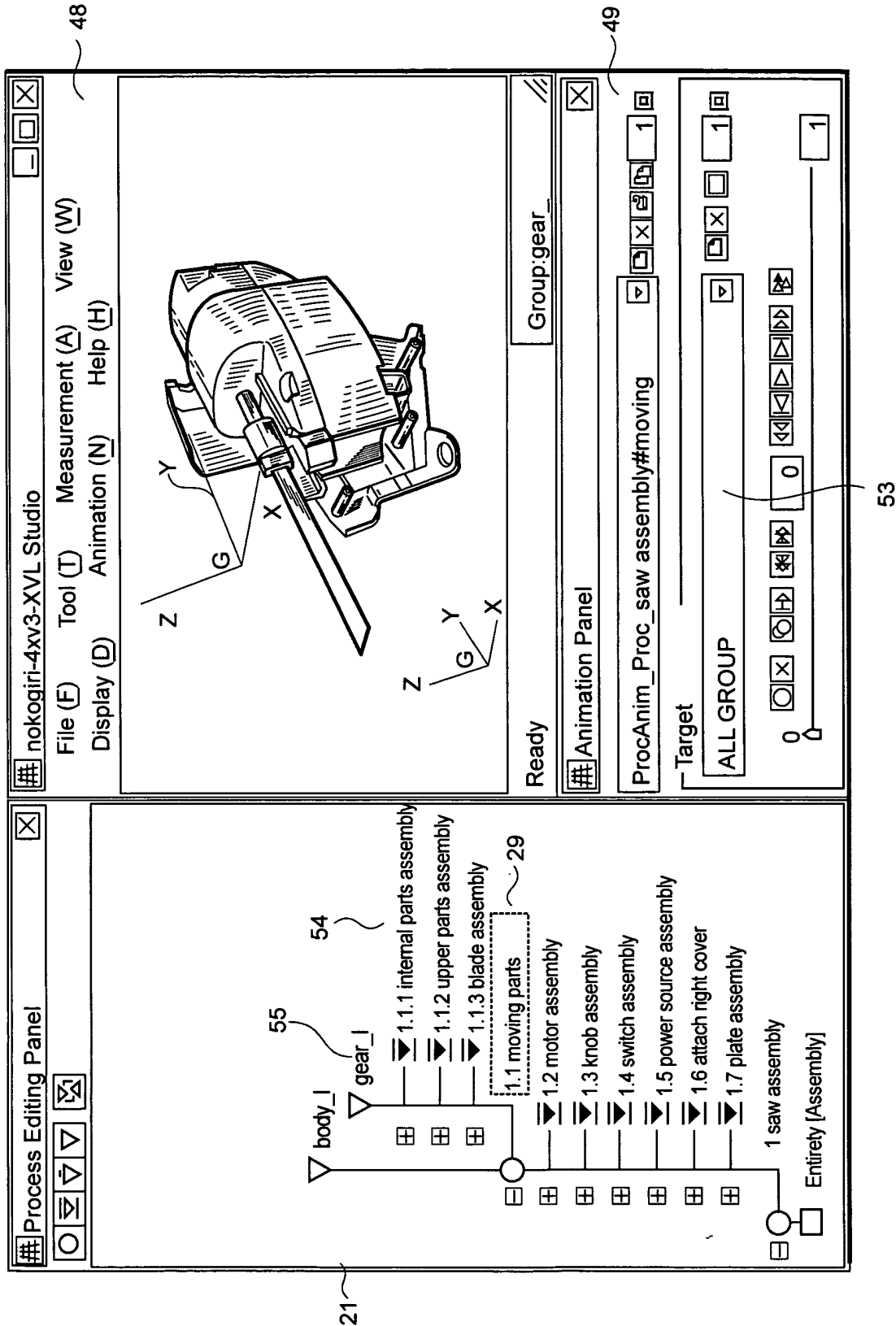


FIG. 32

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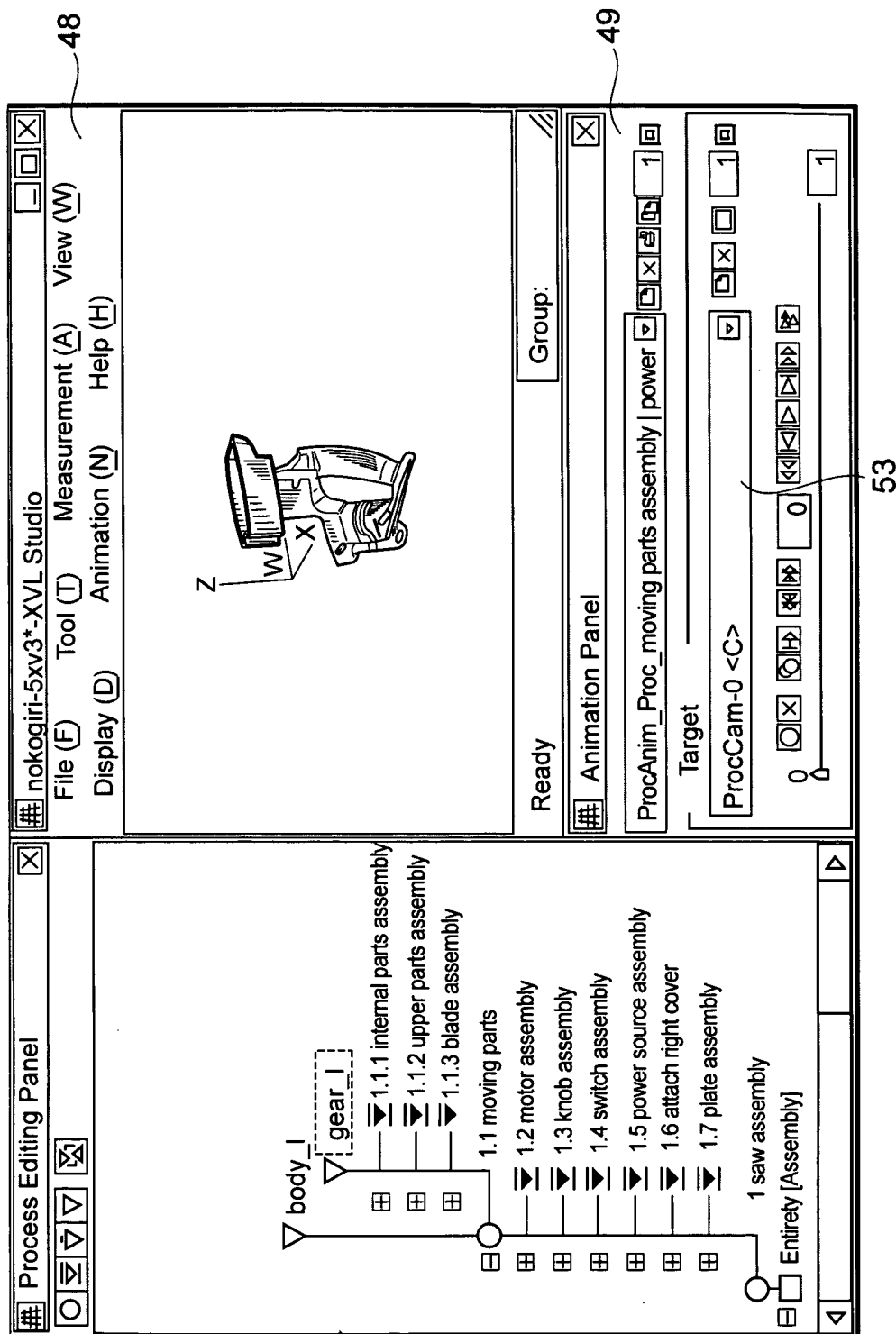


FIG. 33

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Camera (ProcCam-0) Keyframe Properties at 0 Sec									
Enabled		Drag		Initial Value					
<input checked="" type="checkbox"/>	Position	<input type="checkbox"/>	X	742.377	Y	-254.567	Z	190.789	
<input checked="" type="checkbox"/>	Attitude	<input type="checkbox"/>	H	67.281987	P	21.709018	B	5.4884156	
<input type="checkbox"/>		<input type="checkbox"/>							
<input checked="" type="checkbox"/>	Distance	<input type="checkbox"/>		845.245					
<input checked="" type="checkbox"/>	View Angle	<input type="checkbox"/>		45					
<input type="checkbox"/>		<input type="checkbox"/>							
<input checked="" type="checkbox"/>	Use	<input type="checkbox"/>	O ON O OFF						
View Operation									
Apply					Drag				
OK					Cancel				

FIG. 34

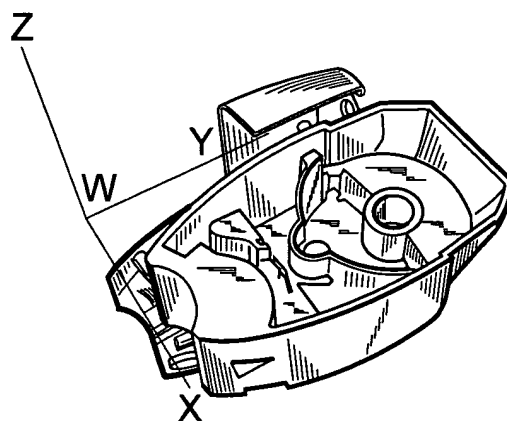


FIG. 35